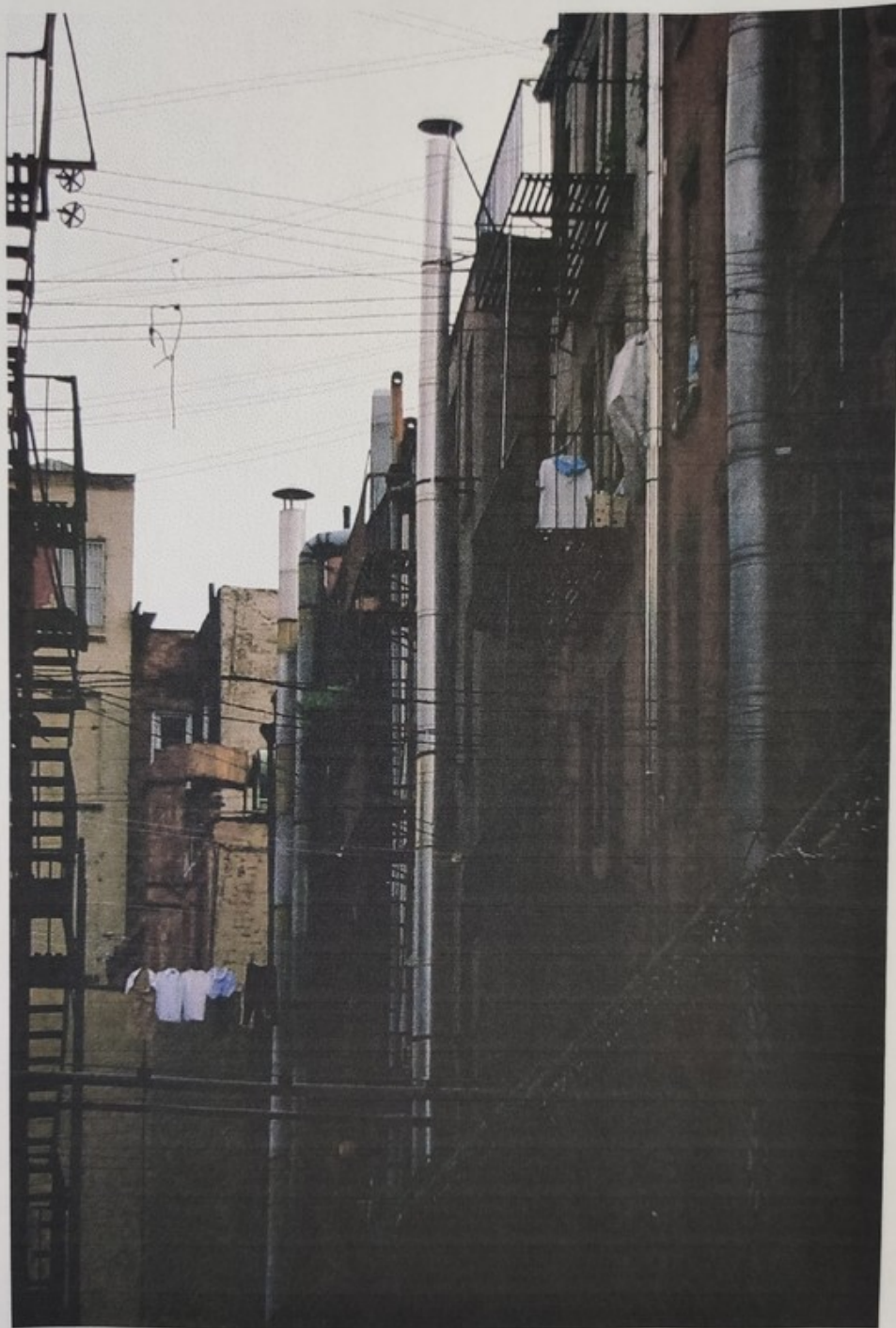


REFERENCE SECTION



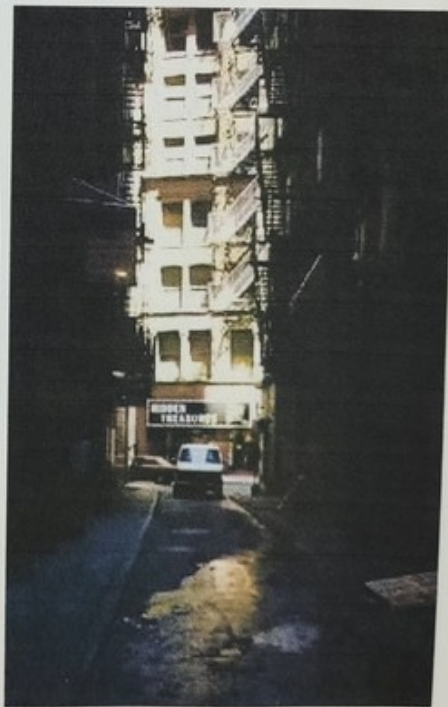










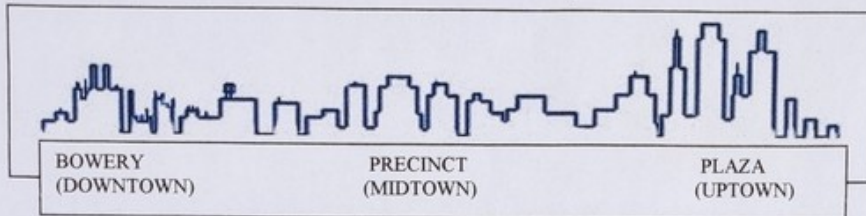




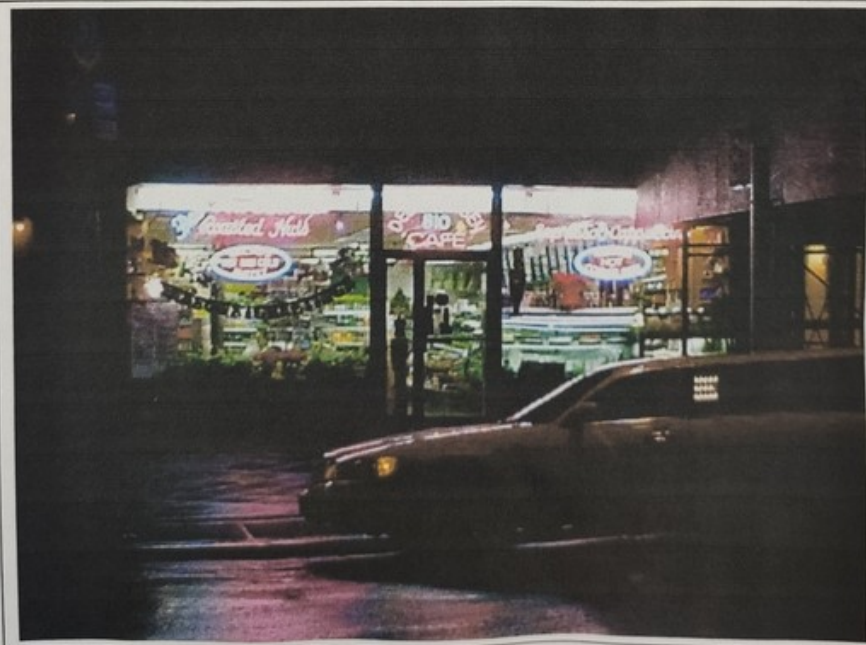
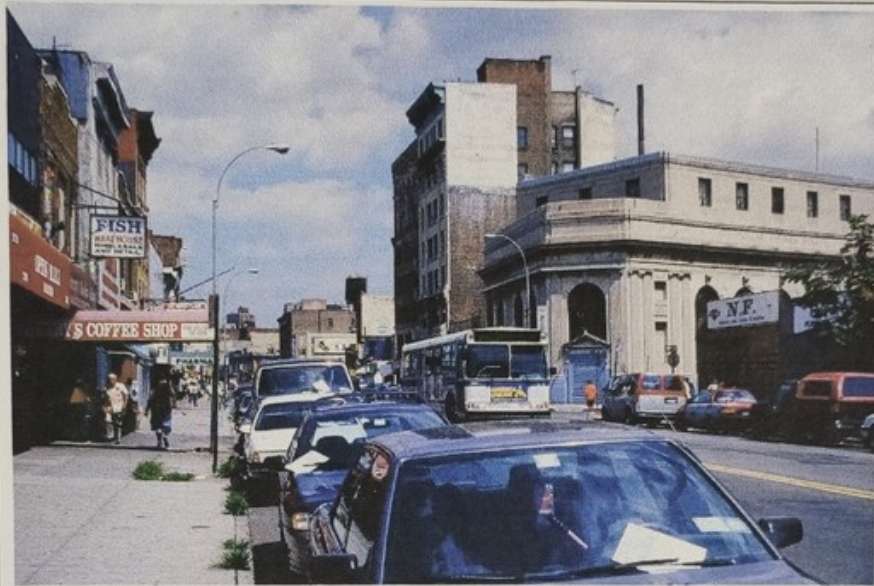
MANHUNT LEVELGUIDE

- PRECINCT -

The Precinct forms one of the most-used areas of the game environment and should be seen as a representation of the city as a whole, showing the edges of the bowery developing into a cleaner, slightly wealthier downtown type of area. Towards the north, the plush, uptown plaza area/style can be seen. Functioning shops, clubs, cinemas, bars etc all start to appear as opposed to the crumbling and seedy desolation of the bowery.



REFERENCE
SECTION





The Police Station itself should be functional rather than grand, more downtown than town hall. The cops act edgy when the Police chief walks in unexpectedly, he doesn't usually visit them.





Towards the north the beginnings of the Plaza area should be visible. The player should get a sense of where he is and that he hasn't been taken right across town.







MANHUNT LEVEL GUIDE

-BOWERY-

Bowery –Level Reference

Note :

This document is intended as a 'on-hand' guide to the art-style of a specific level in Manhunt; Dead By Dawn, and to give an indication as to the style and 'feel' of the level. The main body of reference material exists on
N:\MANHUNT\REFERENCE\Pictures\Part 1 – Bowery.

The very start of the game, the Bowery is the slum part of town. The worst part of town. All the misery, squalor and detritus of a major city compressed into a scabby handful of tenement blocks. Graffiti –strewn buildings and filthy, piss-stained alleys, littered floors of broken bottles, syringes, and burst binbags. The inhabitants are a violent mix of winos, junkies and gang-members. The police rarely venture in and the residents rarely venture out. The bowery also contains the abattoir/slaughterhouse interior, a warehouse filled with carcasses on meat hooks.

COLOUR SCHEME

It's past twilight or dusk at this point, giving a green-blue tinge to the light. Brownstone buildings are lit by flickering yellowed sodium bulbs and garish neon. The abattoir would be lit in harsh, fluorescent light, volumetric fogging giving the cold atmosphere effect.

TYPICAL FEATURES

Trash-filled alleys and streets.
Washing lines and cables strung across street.
Flickering streetlights (most neon has been smashed)
Empty, haunted streets.
Most building are barred and shuttered up at this time.
Background audio of sirens, dogs, screams, tires squeal, gunshots etc

TYPICAL BUILDINGS

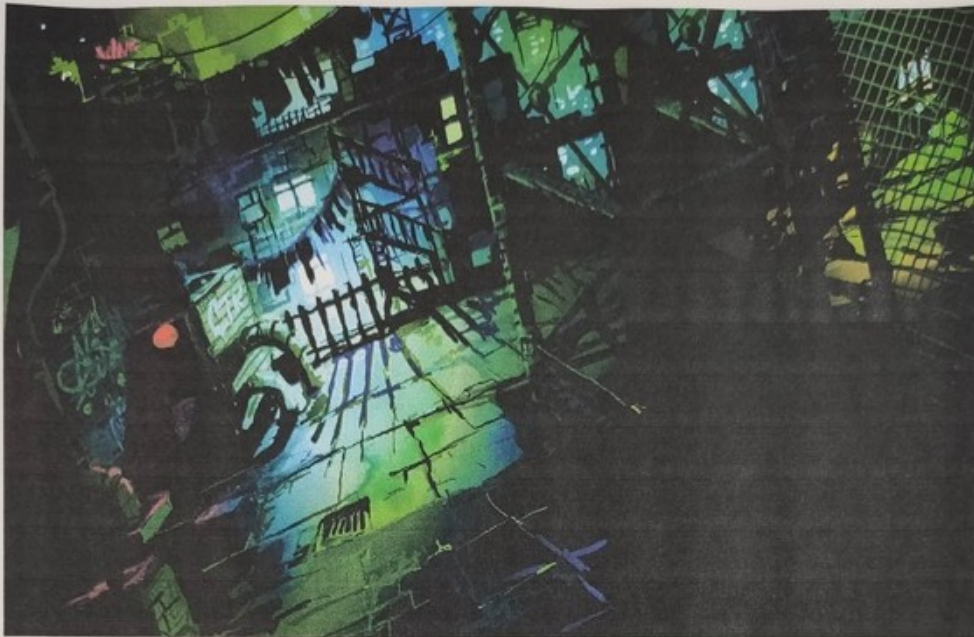
Tenements
Abandoned Police station (overrun by gang members)
Liquor stores
Pawn (and Porn) Shops
Sleazy Nightclubs (Noise blasts out from inside)
Crack Houses (Gang graffiti markings)
Burnt-out Shells of Buildings
Backs of takeaways kitchens
Shut-down Hotels
Flop-houses
Closed Theatres
Empty, concrete shopping centres
Abattoir
Dodgy Bars, Pool halls.

RENDER SECTION

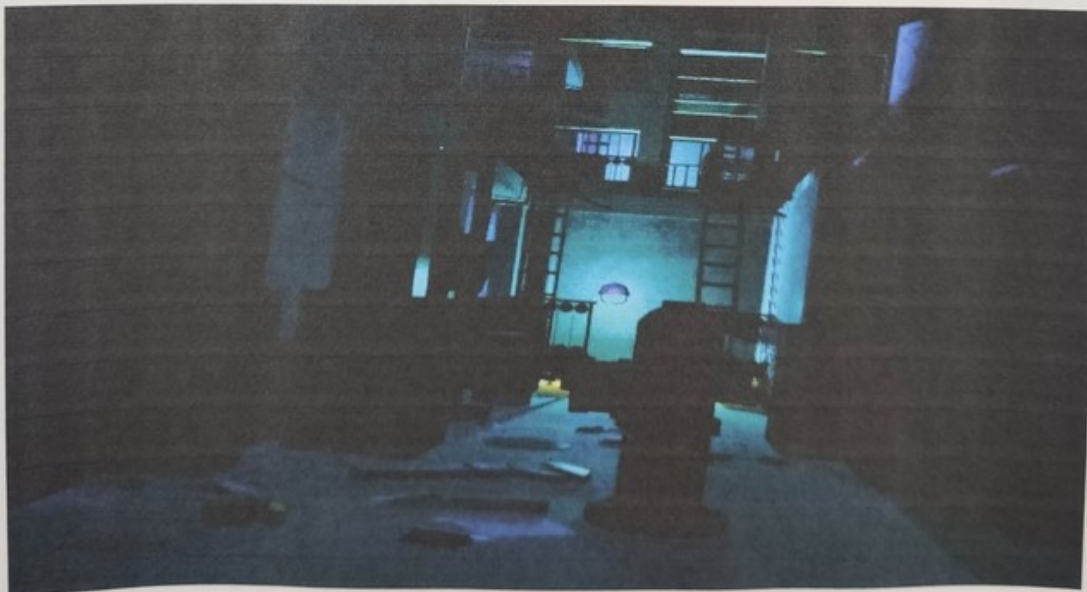




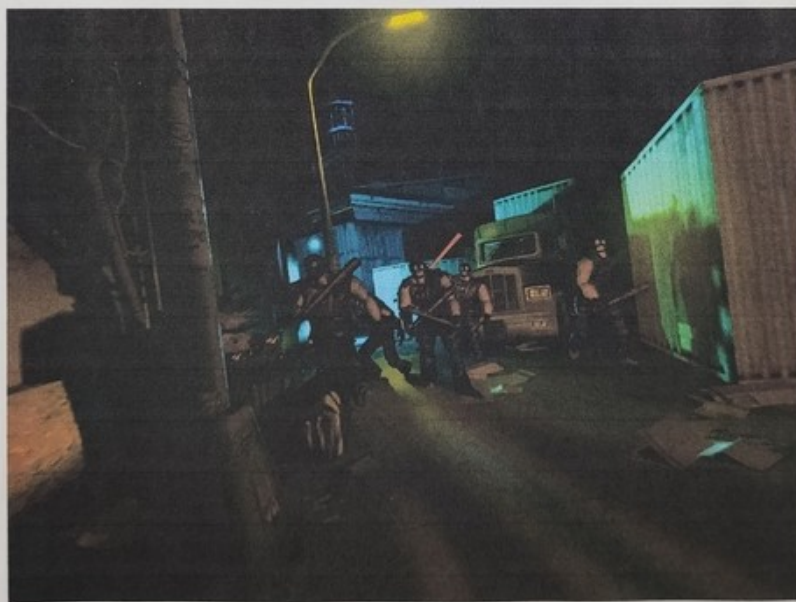












Hunter Group Hoods

The hoods are the first gang encountered by the player and are the classic street-gang collection of gang-bangers, junkies, punks and alley-trash. Their main strength is their knowledge of the bowery environment. Although the weaponry they possess are mainly knives and clubs, they do have firearms. Composed of various racial types (black, white, Mexican etc) they are an organized if somewhat volatile gang with an established hierarchy.

APPEARANCE

Mainly street fashion and labelwear relating to the various cultures present in the gang. Hoods and caps cover the head giving a shadowy appearance. Shades are worn even in the dark (perhaps limiting their search abilities).

ANIMATION

The Hoods have particular body language of the hip-hop/American gang style. Their walk is a cocky swagger, they slouch as they stand. Hand gestures are very important in communicating to the player and adding character to their models. Reference is available on gang symbols and gestures. Language will be very important to creating the right feel.



Pack leaders

Hoods Pack Leader – Skullfaze/Bone D/whatever...

The first pack leader the player encounters is a huge street thug face-painted/masked with skull insignia. He is dominating and threatening to his pack, ensuring their obedience and his status as alpha male in the pack hierarchy. Think of Jake 'the muss' from 'Once were Warriors,' or a taller Mike Tyson but less well behaved.

Possibly dreadlocked, giving a Jamaican/voodoo feel or just heavily tattooed, he is an imposing figure and impossible for the player to take on physically. Probably the first time the player gets to use a firearm is against this boss. Gang Language and colloquiums (again possibly Jamaican) will add to the authenticity of his character.

